

[0051] The present invention applies to any practical application or use of the present plot. For example, the invention includes the processes of relaying a story having the present plot, writing a book having the present plot, printing a book having the present plot, creating a movie having the present plot, displaying or showing a movie having the present plot, filming a movie having the present plot, inciting actors to act out the present plot, creating an audio recording of a story having the present plot, etc. The present invention also applies to any product of any of these processes—e.g., a book containing written information of a story having the present plot, an audio tape or CD disk containing audio information of a story having the present plot, a VHS tape or DVD or VCD disk containing video information of a movie having the present plot, etc.

[0052] For example, creating a movie having the present plot may include inciting an actor to act as the protagonist. As will be understood by one of ordinary skill in the art, a producer or director or production company may incite an actor to act as the protagonist by promising a financial or a career-related reward or advancement. Creating such a movie may also include providing a set, as known by those of ordinary skill in the art, video cameras (preferably high-resolution digital video cameras), and editing equipment, and using the set, cameras, and equipment to create video segments of footage of the actors acting consistent with the present plot. The final video may be stored on an information storage medium, duplicated onto VHS tapes or DVDs, and distributed and sold.

[0053] Finally, regarding a program product that comprises machine-readable program code for causing, when executed, a machine to perform process steps, the machine could be a VCR or DVD player or similar, and the code could comprise the instructions and/or data which, when read by the VCR or DVD player, causes the VCR or DVD player to perform the indicated process steps, whether directly or indirectly via a monitor (e.g., television screen) and speakers.

I claim:

1. A process of relaying a story having a timeline and a unique plot involving characters, comprising:

indicating a character's fear of at least one of acting in a particular manner and performing a particular task;

indicating said character being provided with a virtual reality environment having a characteristic;

indicating that said character's fear is at least one of reduced and eliminated in said virtual reality environment due to said characteristic; and

indicating a belief of said character that said character is in said virtual reality environment at a time in said timeline in which said character is not in said virtual reality environment.

2. The process as claimed in claim 1, further comprising indicating that said character is not willing to said at least one of act in a particular manner and perform a particular task when said character does not believe that said character is in said virtual reality environment.

3. The process as claimed in claim 1, wherein said virtual reality environment is electronically generated.

4. The process as claimed in claim 1, wherein said indicating a belief further comprises indicating that said

character has been tricked into believing that that said character is in said virtual reality environment at said time.

5. The process as claimed in claim 1, further comprising:

indicating another character's compassion for said character; and

indicating said another character causing, at least one of directly indirectly, said character to be provided with said virtual reality environment and to have said belief.

6. The process as claimed in claim 1, wherein said indicating a character's fear comprises indicating said character's fear of performing a plurality of particular tasks, wherein said plurality of particular tasks comprises at least two of: a step toward improving a career of said character; a step toward improving a love life of said character; and a step toward improving a relationship with at least one of a close friend and a family member.

7. The process as claimed in claim 1, further comprising indicating that a virtual reality generating device generates said virtual reality environment by displaying to said character display images based at least in part on images taken of a time period in a life of said character.

8. The process as claimed in claim 7, further comprising indicating said character wearing a camera configured to generate said images and to transfer said images to said virtual reality generating device.

9. The process as claimed in claim 7, wherein said virtual reality environment is animated, whereby said images taken of said time period may be used to generate fictitious events in said virtual reality environment, and

wherein said virtual reality environment is interactive, whereby said fictitious events are generated interactively in response to at least one of words and actions of said character.

10. The process as claimed in claim 1, further comprising:

indicating at a first time in said timeline that said character does not believe said virtual reality environment to be realistic because consequences of actions of said character are not believable;

indicating that said virtual reality environment has been altered; and

indicating at a second time in said timeline that said character believes said virtual reality environment to be more realistic because consequences of actions of said character are more believable.

11. The process as claimed in claim 1, further comprising:

indicating at least one of said character and a second character being provided with a second virtual reality environment; and

indicating that a virtual reality generating device generates said second virtual reality environment by displaying display images derived from images taken of a time period in a life of a third character.

12. The process as claimed in claim 1, further comprising:

indicating that, at said time, said character is said at least one of acting in a particular manner and performing a particular task; and

indicating that said at least one of acting in a particular manner and performing a particular task is beneficial to said character,